



Girls T20 Smash Under 16 Playing Conditions

Quick Summary	
Number of Players	Maximum 9 players in the game. If a team has an extra player, the two coaches must agree before the match starts how this will be managed.
Maximum Innings Length	20 overs
Pitch Length	Full Pitch.
Boundary Size	45m Boundaries.
Exclusion Zone	No player can be within 10m of the batter except for the wicketkeeper and regulation slips fielding positions. Fielding restrictions apply. At all times 1-2 players must be on the boundary behind square and 2-3 players must be on the boundary in front of square. At no time can more than 5 players be on the boundary. Additionally, at least 1 player must be in a slip fielding position for the innings.
Bowlers Run Up	No restrictions.
Spin/Slow Bowling Overs	3 overs of spin/slow - wicket keeper must be standing up to stumps and umpire must be satisfied that the bowler is bowling spin/slow.
Maximum Overs Bowling	4 Overs a game, 2 over spells after all minimum overs are bowled, prior to that maximum 2 overs per player.
Minimum Overs Bowling	1 over unless a designated wicketkeeper. If the wicketkeeper is changed, both wicketkeepers must bowl minimum overs.
Maximum Balls Batting	30 balls including any wide's/no balls
Batting Grace Period	None.
Maximum Balls Per Over	6 balls maximum except last over which is unlimited.
No Balls	Yes, with free hits.
LBW, Stumping	Yes
Bowling from one end	Yes, with compulsory fielders rotating.
Drinks Breaks	No official drinks break, however if innings is progressing quickly enough a 3-minute maximum break can be taken.
When Result Occurs	The team batting second wins when they score more runs than first innings. The team fielding second wins when they bowl out the team batting second for less runs than they scored, or the overs are completed with the team batting second scoring less runs.
Who can Umpire	Coaches can umpire if there are no other options. Umpires must not give game advice to players; however, they should provide basic guidance to both sides to assist with game development and speed of play.
Coaching during games	No supporters shall communicate with any player or players on the field of play other than to cheer them on. Coaches/Managers are recommended to deliver any messages directly to players at an appropriate moment, however, this must not slow the game down. No "yelling" instructions to players from the sidelines should occur.

CricHQ Match Type: Age & Stage Girls HB (Under 16 T20) - ACA



1. Team Composition

Maximum 9 players in the game. If a team has an extra player, the two coaches must agree before the match starts how this will be managed.

- Players should be Under 16 on 1 April 2019. ACA is lenient on granting dispensations to allow players to play at the right level for their developmental age, this includes moving up or down a competition grade to suit a player's current development.
- Players who are older, who are better suited to learning in B or lower grades do not require a dispensation to play in this grade. ACA reserves the right to ask older players to move up a grade if they develop significantly during the season and ACA believes they should be playing in a higher grade.
- **Players who are Under 13 on 1 April 2019 are not permitted to play in this grade without ACA Dispensation.**

2. Toss

Made no later than 10 minutes before play starts. If a team is not available, they will be deemed to have lost the toss and will automatically be batting first. If a team is not available to start a match on time they will be deemed to have lost the match. **All players must be entered into CricHQ prior to the match.**

3. Hours of Play & Over Rate

- **Saturday Morning T20: 9.30am – 12.00pm.** This is a full season competition term 4 and term 1. ACA will allow second half team entries.
- Maximum of 5 minutes between innings. No official drinks break during innings, however, if the pace of play is fast enough, a no more than 3-minute break is permitted.
- The first innings should conclude no more than 1 hour and 5 minutes from the start time. Should the first innings not be completed in 1 hour and 15 minutes, the second innings will be reduced by 2 overs.
- The second innings should conclude no more than 1 hour and 5 minutes from the start time. Should the second innings not be completed in 1 hour and 15 minutes, 12 runs will be added to the score and if possible, the remaining overs will be completed.

4. Players, Officials & Spectators Conduct

This competition is played in accordance with the ACA code of conduct which embodies the spirit of cricket as set out in the Laws of Cricket 2017. In addition, the following provisions shall apply for coaches, managers and spectators.

No supporters shall communicate with any player or players on the field of play.

Any difference of opinion with a player or official shall not be discussed publicly nor without due regard for the feelings of the other.

Under no circumstance shall team officials remonstrate with umpires.

Team officials and spectators should recognise that the participation and enjoyment of the players is paramount at all times. Their behaviour around the players should reflect this.

All Coaches are to have completed the [Advanced Foundations Coaching Course](#).

5. Length of Innings

T20. Maximum 20 overs. The second innings shall consist of the same number of overs bowled in the first innings (or 20 overs if the team batting first has been dismissed in less than 20 overs), providing that a result is not reached beforehand.

6. Pitch Length

Full pitch.

7. Boundaries

Maximum 45m circle from the middle of the pitch and marked by cones or flags.

Fielding Restrictions

- No player can be within 10m of the batter except for the wicketkeeper and regulation slips fielding positions.
- At all times 1-2 players must be on the boundary behind square and 2-3 players must be on the boundary in front of square. At no time can more than 5 players be on the boundary. To be considered on the boundary, the players must be within 4m of the boundary at the time of the bowler releasing the ball.
- At least 1 player must be in a slip fielding position for the innings.

If fielding restrictions are not met, the umpire will signal and call a 'no ball' that the batter cannot get called out on, including for a run out – the batter cannot continue to run once the bails are dislodged. The next delivery will also be a Free Hit.

8. Fielding

- **To speed up games and manage overlapping boundaries, bowling is from one end for the entire match.**
- Teams must rotate in the field i.e. each player moves clockwise after each over unless bowlers are bowling in 2 over spells as outlined under bowling rules. Bowlers will bowl in the order of rotation until minimum overs are bowled by all players other than first wicket keeper (i.e. player fielding next to bowler on the onside will be the next bowler always and then after bowling will move to the next fielding position on the offside). Once minimum bowling overs are completed, rotation/bowling order is determined by the Captain.
- Should the designated Captain not be the wicket keeper or bowling, they may stand at first slip or mid-off and not have to rotate other than when bowling.

9. Ball

A 142gm ball is to be used. Kookaburra Water Resistant Crown Pink Ball. The match ball does not have to be new, but umpires must agree that it is fit for play.

10. Weather Affected Matches

Declared a draw if 20 overs for T20 in each innings is not possible due to weather conditions.

11. Dismissals

All dismissals count.

12. Stumpings, LBWs

Yes. Umpires are to always give the batter the benefit of the doubt and only give an LBW if they are completely satisfied the ball would have hit and stumps and pitched correctly. **Any doubt at all should result in a not out decision.**

13. Retirement/Batters Returning

Compulsory retirement of batters after 30 balls faced i.e. wide's and no balls are counted. Retired batters may only return at the end of the innings in the order they first retired (i.e. first retired batter returns first, next retired batter returns next and so on). Batters cannot be retired early unless injured. Returning batter cannot be retired a 2nd time once returned to the crease.

14. Uneven Team Numbers

- A team may bat 1 player twice if they have less than 8 players, but the returning batter must be the lowest scoring batter (dismissed).
- A dismissed batter may only return after any retired batters have returned.

15. No balls / Wide's

- Normal cricket laws apply.
- Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist when standing in batting stance, shall be called a no-ball.
- Any delivery that bounces outside of the pitch will automatically be deemed a no ball.
- If a bowler, in the two umpire's opinions, bowls two dangerous deliveries within an over, the umpires can instruct the bowler to finish the over bowling slower deliveries.
- Umpires must agree wide-lines before the start of play.
- There shall be no restriction on the number of wides or no-balls which may be called in an over, but maximum **6** deliveries per over. **The last over has no maximum deliveries.**
- No Balls and Wides are worth 2 runs.

Free Hit

The delivery following a No Ball called (all modes of no ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or a Wide Ball) then the next delivery will become a free hit for whichever batter is facing it. This will continue until a legitimate delivery is bowled for the batter. For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called a Wide Ball. Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a. There is a change of striker; or*
- b. The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.*

16. Bowling Restrictions

- Maximum 4 overs per player. Maximum 2 over spells. Bowler A may bowl 1 over, then swap places with Bowler B at Mid On when Bowler B bowls 1 over, then they can swap again for Bowler A to bowl their second over. Once Bowler A and Bowler B have bowled 2 overs the whole field must rotate. This can continue with the remaining bowlers.
- All players must bowl minimum 1 over. Any player who bowls minimum or less overs must bat higher than bowlers who bowl additional overs – this is for both innings, therefore if batting first, batters who are expected to bowl extra overs must bat after those that are going to bowl minimum or less overs.
- No player may bowl their third over until all players have bowled one over.
- A minimum of 3 overs of spin/slow bowling per innings - wicket keeper must be standing up to stumps and umpire must be satisfied that the bowler is bowling spin/slow.

18. Wicketkeeper

A designated wicket keeper is permitted but not required. No more than two wicket keepers are to be used during an innings to ensure that the match is not unduly delayed. If a wicket keeper fields then she must also bowl the minimum number of overs. Wicket keepers must wear ACA approved proper helmets.

19. Umpiring

- **Coaches are permitted to umpire, however, it is best practice for coaches not to Umpire unless there are no other alternatives.**
- Umpires are to stay in position at the bowlers end and square leg for a minimum of 5

overs before swapping positions. We encourage the same umpires remain throughout the game to ensure consistency.

- All umpires should have completed minimum free online [Umpiring Coaching Modules](#).
- Umpires **must not** give game advice to players; however, they should provide basic guidance to both sides to assist with game development and speed of play.
- **Coaches/Managers are recommended to deliver any messages directly to players at an appropriate moment, however, this must not slow the game down.**
- **No “yelling” instructions to players from the sidelines should occur.**

20. Grades

Players cannot play for two different teams within the same competition under any circumstances.

ACA will divide entered teams into multiple regional competitions for this grade. Note, ACA will try to schedule games to minimise travel and may not be traditional home grounds for either team. Players cannot play in finals for any team they have not played at least 2 games for previously without ACA dispensation.

Pool Points: Win = 3 points Tie or No Result = 1 point Loss = 0 points

Note Regarding Finals Series Games

Please note due to time constraints it is not possible to have a Bowl Off or Super Over for these grades in the event of a tied game. In an elimination match where a winner must be found (e.g. Quarter Final or Semi Final) if the game is tied at the end of the match the result will be awarded to the team with the highest seeding from pool/league play going into the match.

E.g. If 3rd is playing 5th and the match is tied the 3rd place team shall progress.

This rule would also take affect if the game was abandoned or washed out.

For the Final game if abandoned or tied the trophy shall be shared between the 2 teams.

Note, for the final game for all full season competitions, the final will be scheduled for the second to last playing date, allowing a rain date for the final playing date should it be required. Should both playing dates for the final game be abandoned, the trophy shall be shared between the 2 teams. Should the rain date not be required, the last playing date will have a game scheduled so teams play the following years formats.

22. Music

The batting side is permitted to play music during their innings as batters walk on/off, between overs and during any breaks of play e.g. drinks break, innings break. This should not delay the game.

23. Weather Cancellations, Defaults, Helmet Policy and Other General Conditions

Please refer to the ACA Playing Conditions Webpage for information on Weather Cancellations, Defaults, Helmet Policies and other General Conditions.